**//TODO: list**

1. Finish training cases gatherer
   1. Fix color of placement to not be solid
   2. Add ‘disregard’ button
   3. Add 2 file writers to write ‘yes’ and ‘no’ cases
2. Collect ‘real’ fail sequences.
   1. (mostly done, just needs time to run on game using ‘real’ weights
3. Send off to receive training.
4. Create decision viewer program.
5. Tinker with NNs
   1. This includes determining what is fed to the NN
      1. Example: 10X10 starting with highest ‘color’ spot filling any missing rows with made up rows with 1 random blank, but make sure the blank is not under the placement so as to not somehow adversify the placement.
   2. Try different NNs and variations thereof
6. Implement the trained neural net
   1. Collect top 5 choices
   2. Difference close? Then ask NN